

FIG.1

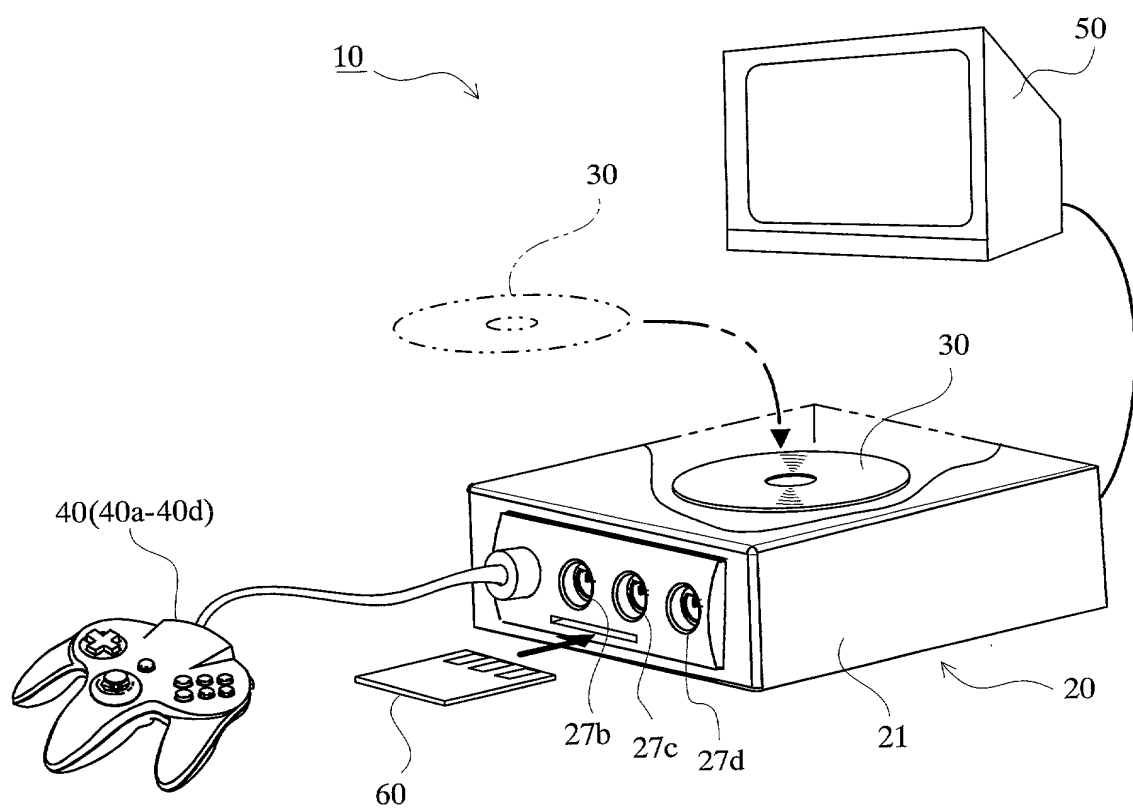


FIG.2

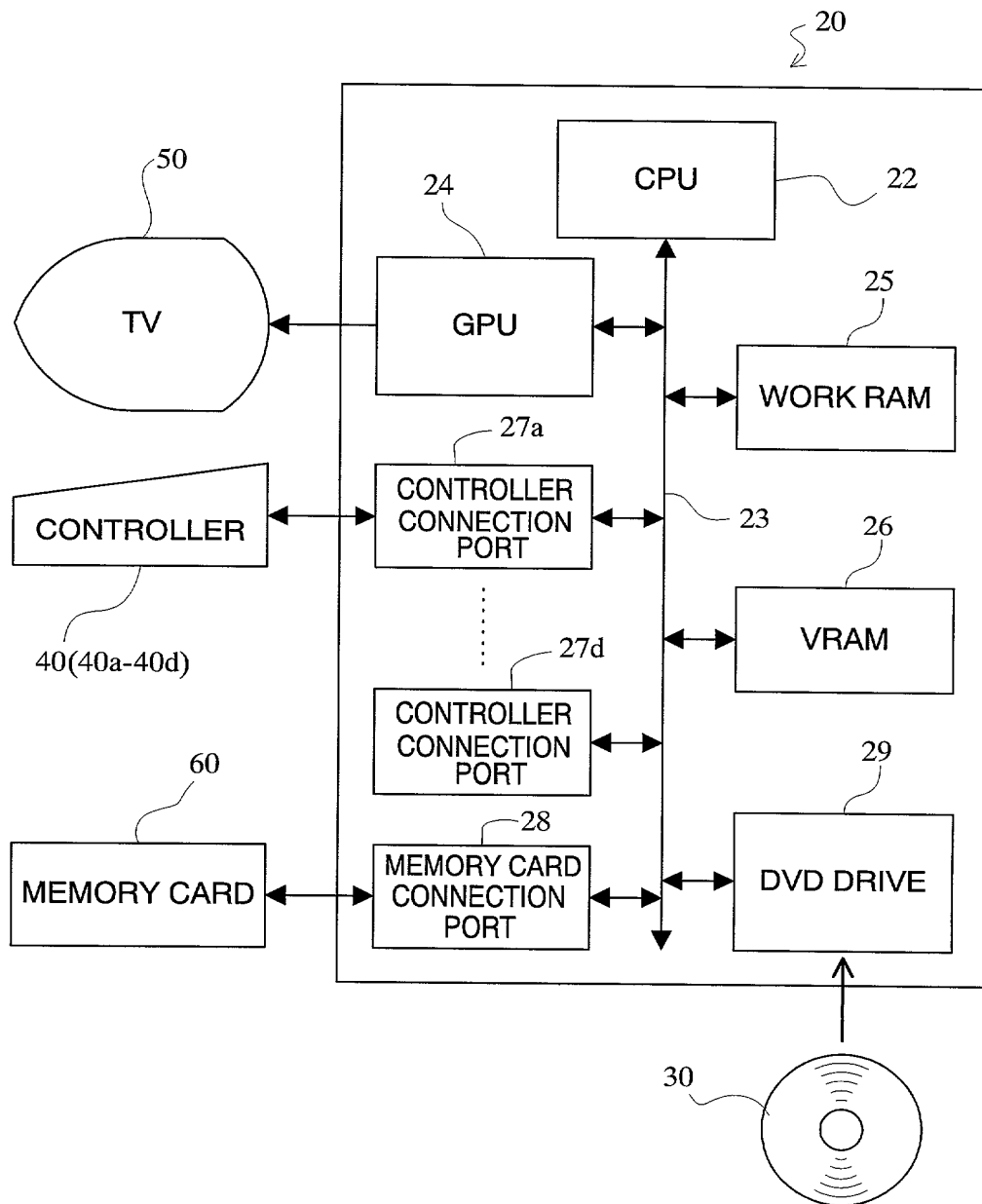


FIG.3

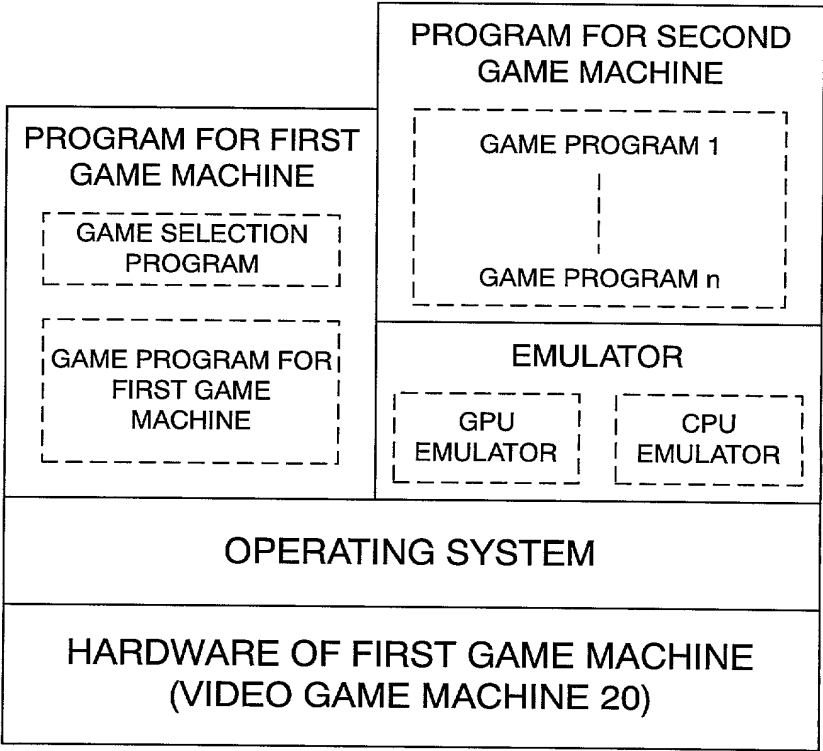


FIG.4

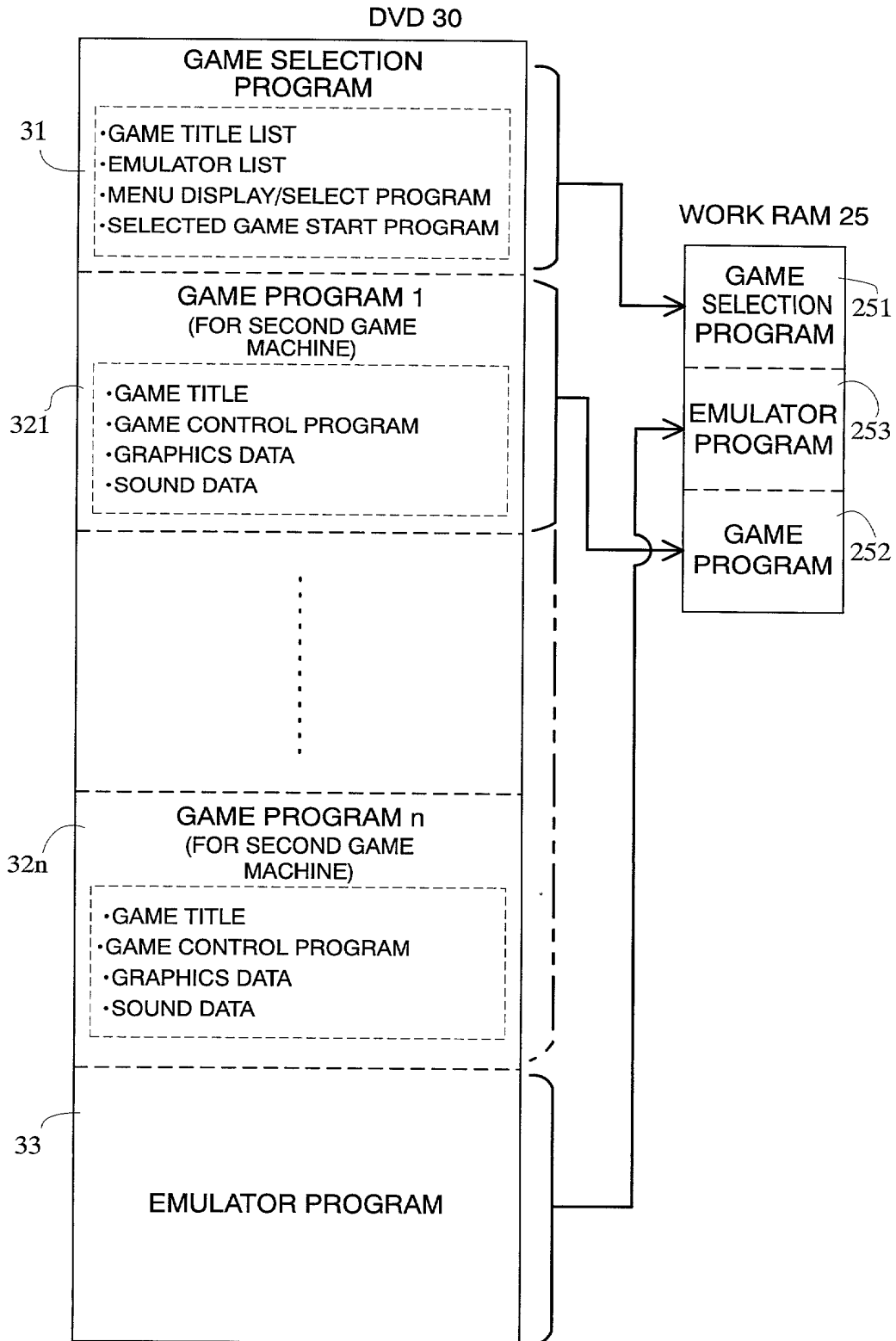


FIG.5A

GAME PROGRAMS 1 - n
(FOR SECOND GAME
MACHINE)

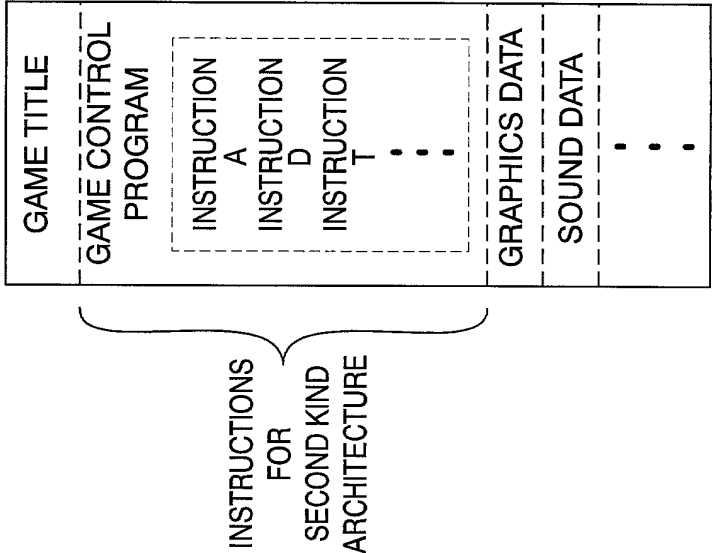


FIG.5B

EMULATOR PROGRAMS
(X,Y,Z)

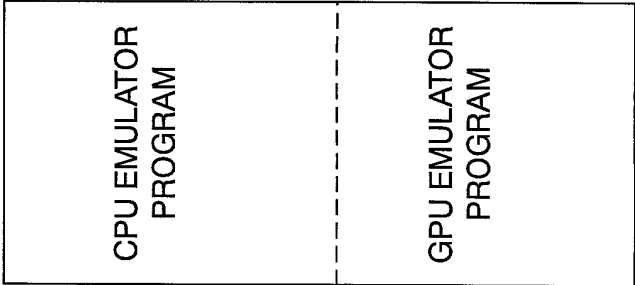


FIG.5C

GAME PROGRAM m
(FOR FIRST GAME
MACHINE)

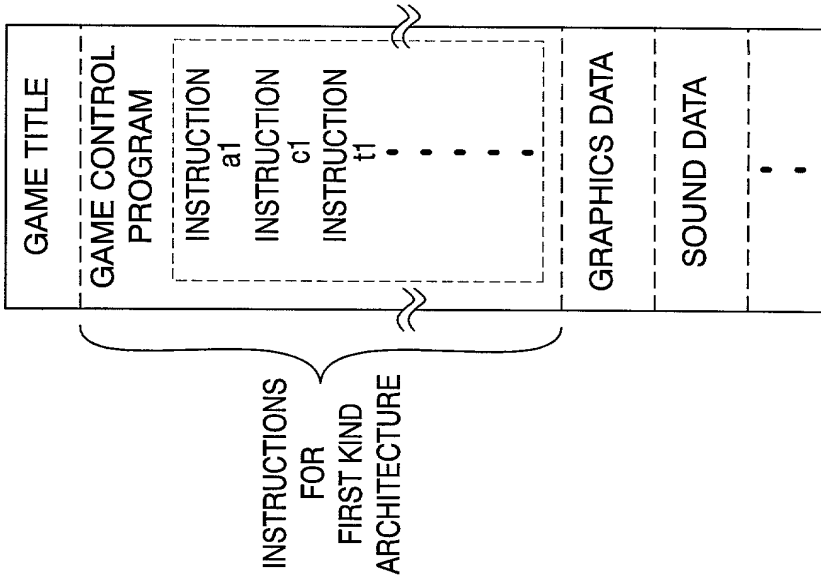


FIG.6

EMULATOR PROGRAM		
INSTRUCTIONS CONSTITUTING GAME PROGRAM FOR SECOND GAME MACHINE (INSTRUCTIONS OF SECOND KIND ARCHITECTURE)	CPU EMULATOR (INSTRUCTIONS OF FIRST KIND ARCHITECTURE)	GPU EMULATOR (INSTRUCTION OF FIRST KIND ARCHITECTURE)
INSTRUCTION A	PROCESSING _a (INSTRUCTIONS a1,a2,a3)	—
INSTRUCTION B	PROCESSING _b (INSTRUCTION b1)	—
· · ·	· · ·	· · ·
INSTRUCTION J	PROCESSING _j (INSTRUCTIONS j1,j2)	—
INSTRUCTION K + INSTRUCTION L	PROCESSING _{k1} (INSTRUCTION k1)	—
· · ·	· · ·	· · ·
INSTRUCTION T (EXCLUSIVE INSTRUCTION FOR GPU)	—	PROCESSING t1 {PROCESSING t2 {PROCESSING t3 (INSTRUCTIONS t11,t12,...)
INSTRUCTION U (EXCLUSIVE INSTRUCTION FOR GPU)	—	PROCESSING u (INSTRUCTIONS u1,u2,u3)
· ·	· ·	· ·

FIG.7

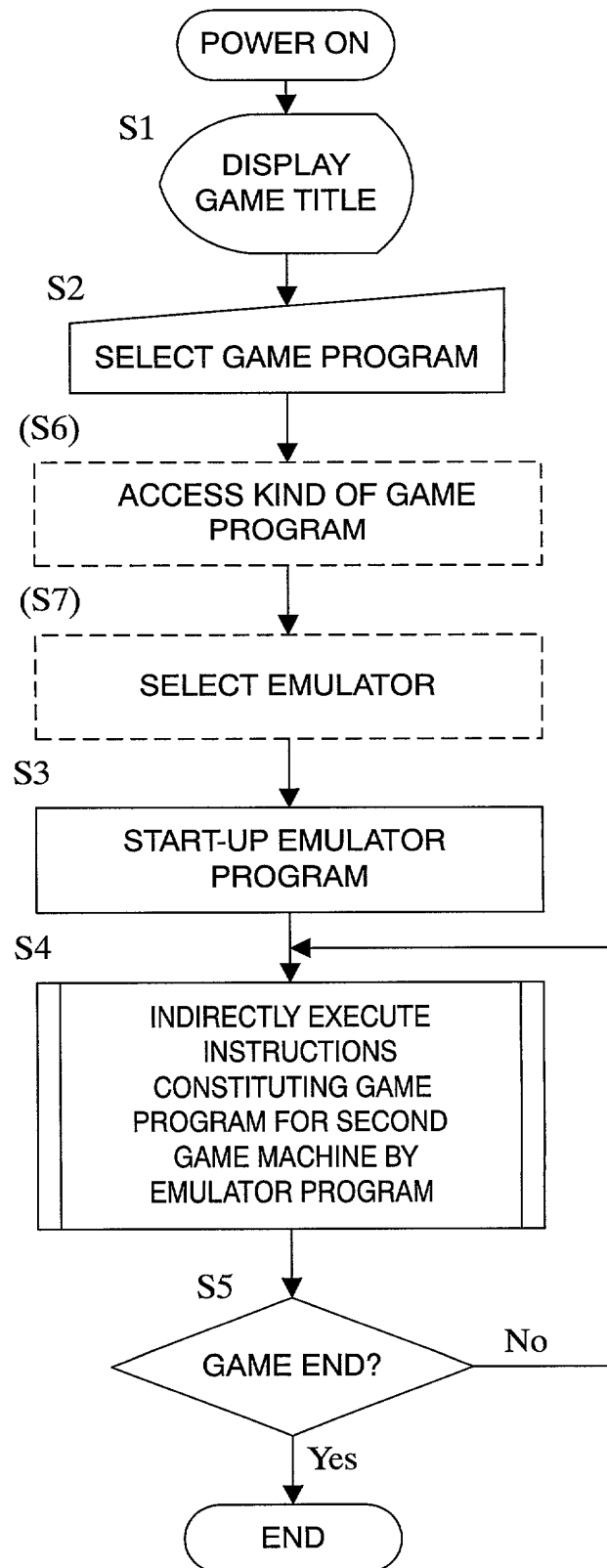


FIG.8

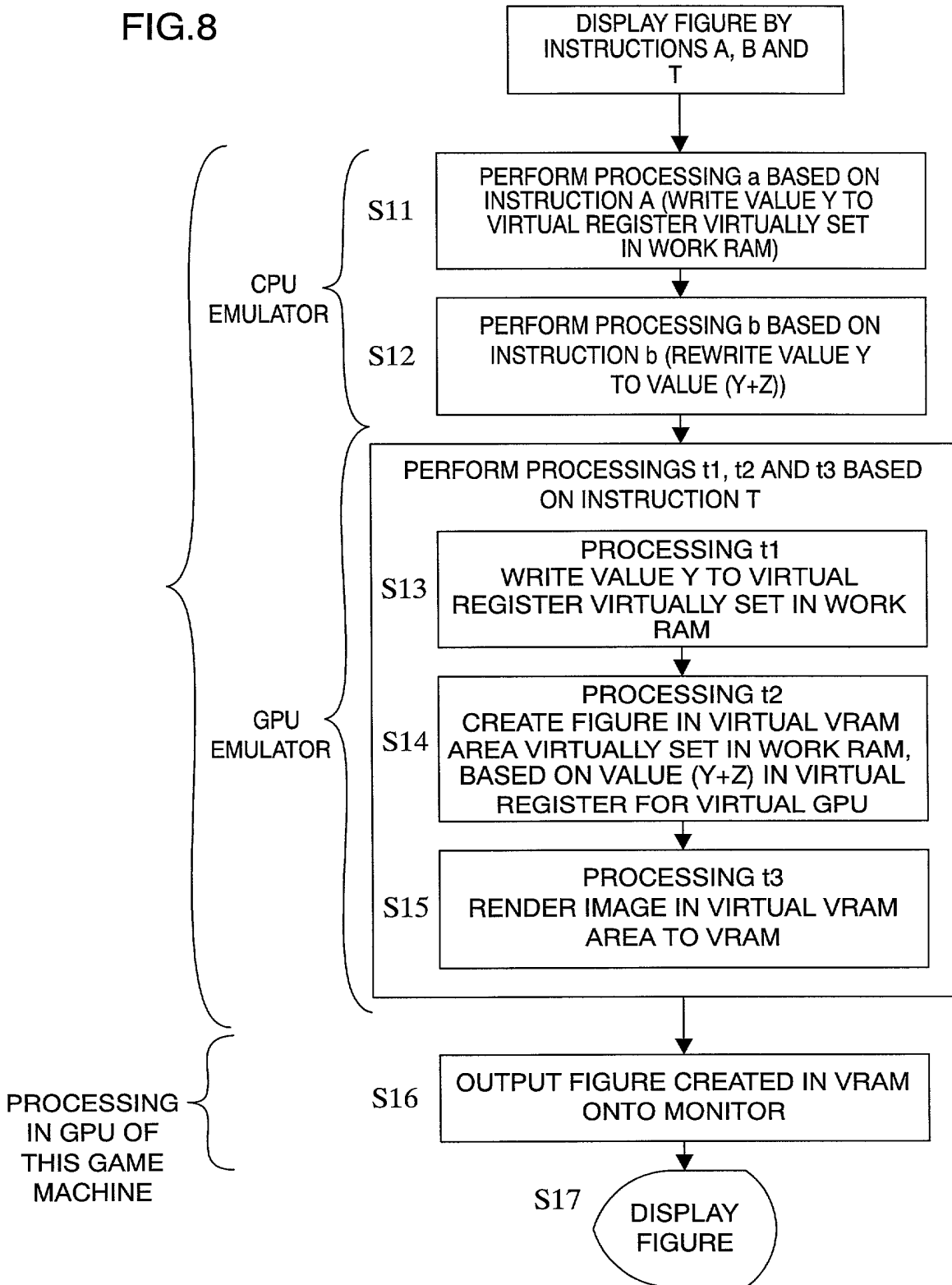


FIG.9

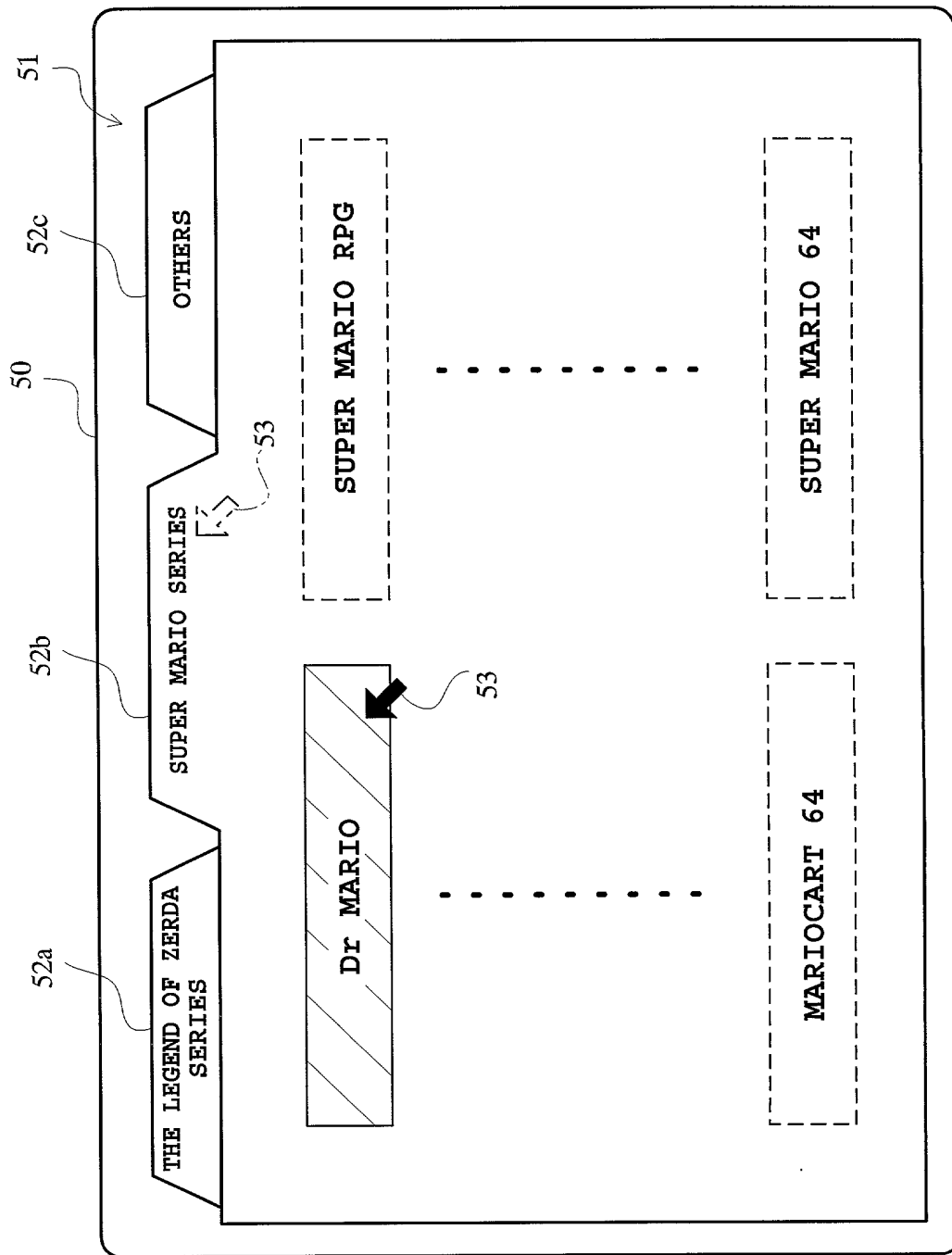


FIG.10

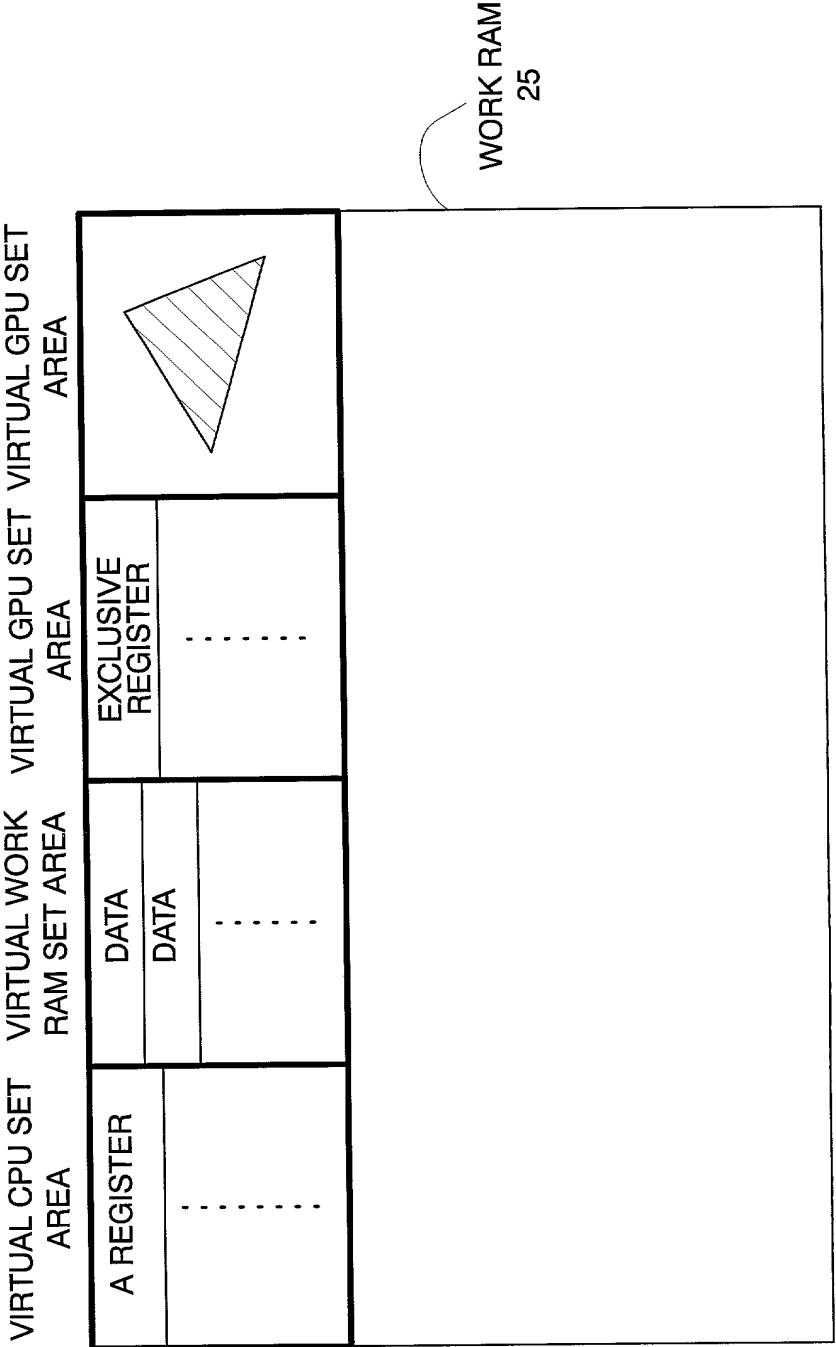


FIG.11

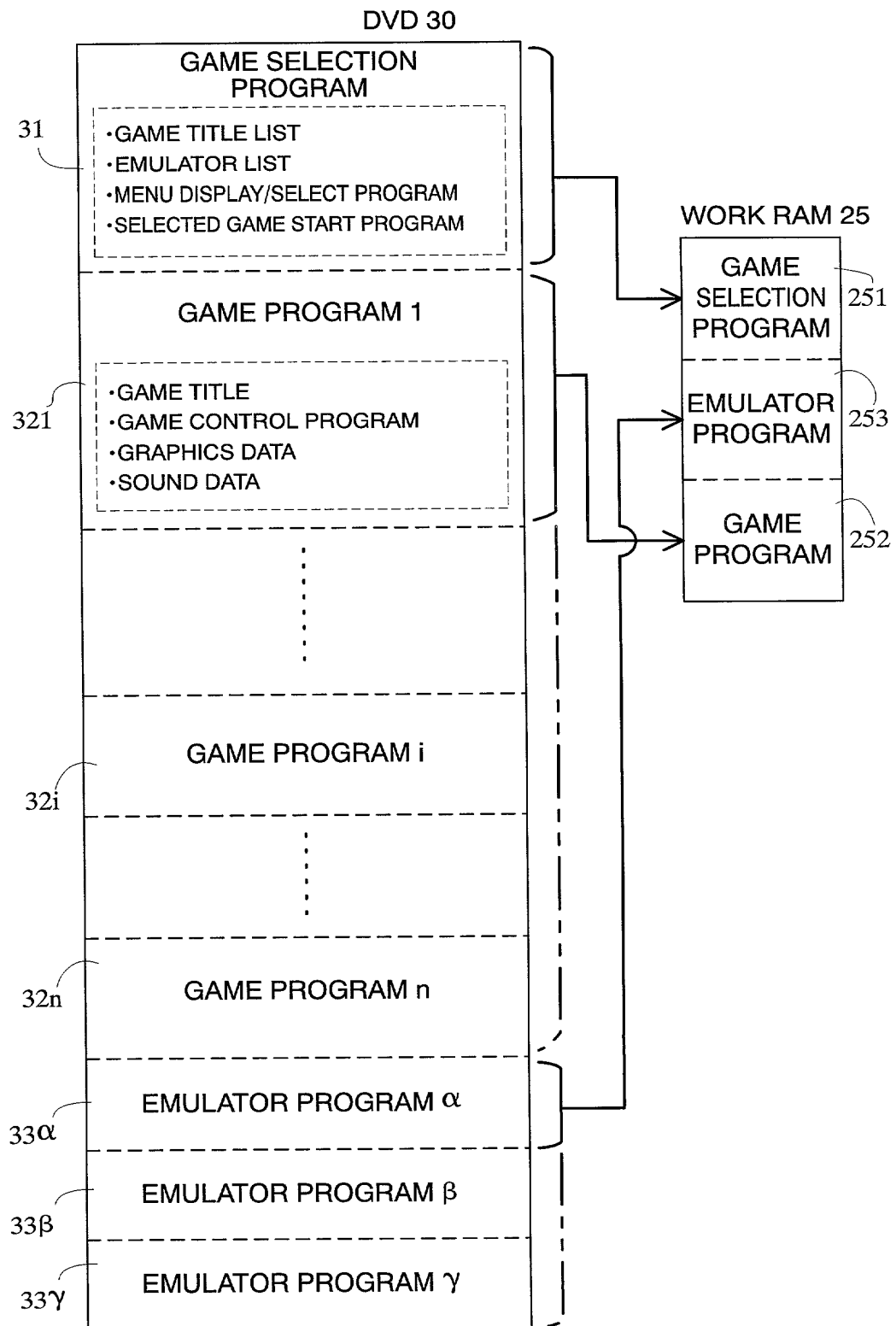


FIG.12A

GAME SELECTION
PROGRAM

GAME TITLE LIST DATA
EMULATOR LIST DATA
MENU DISPLAY/SELECT PROGRAM
SELECTED GAME START PROGRAM

FIG.12B

GAME TILE LIST DATA	EMULATOR LIST DATA
GAME TITLE 1	EMULATOR α
· ·	· ·
GAME TITLE i	EMULATOR β
· · ·	· · ·
GAME TITLE n	EMULATOR γ
GAME TITLE m	—

FIG.13

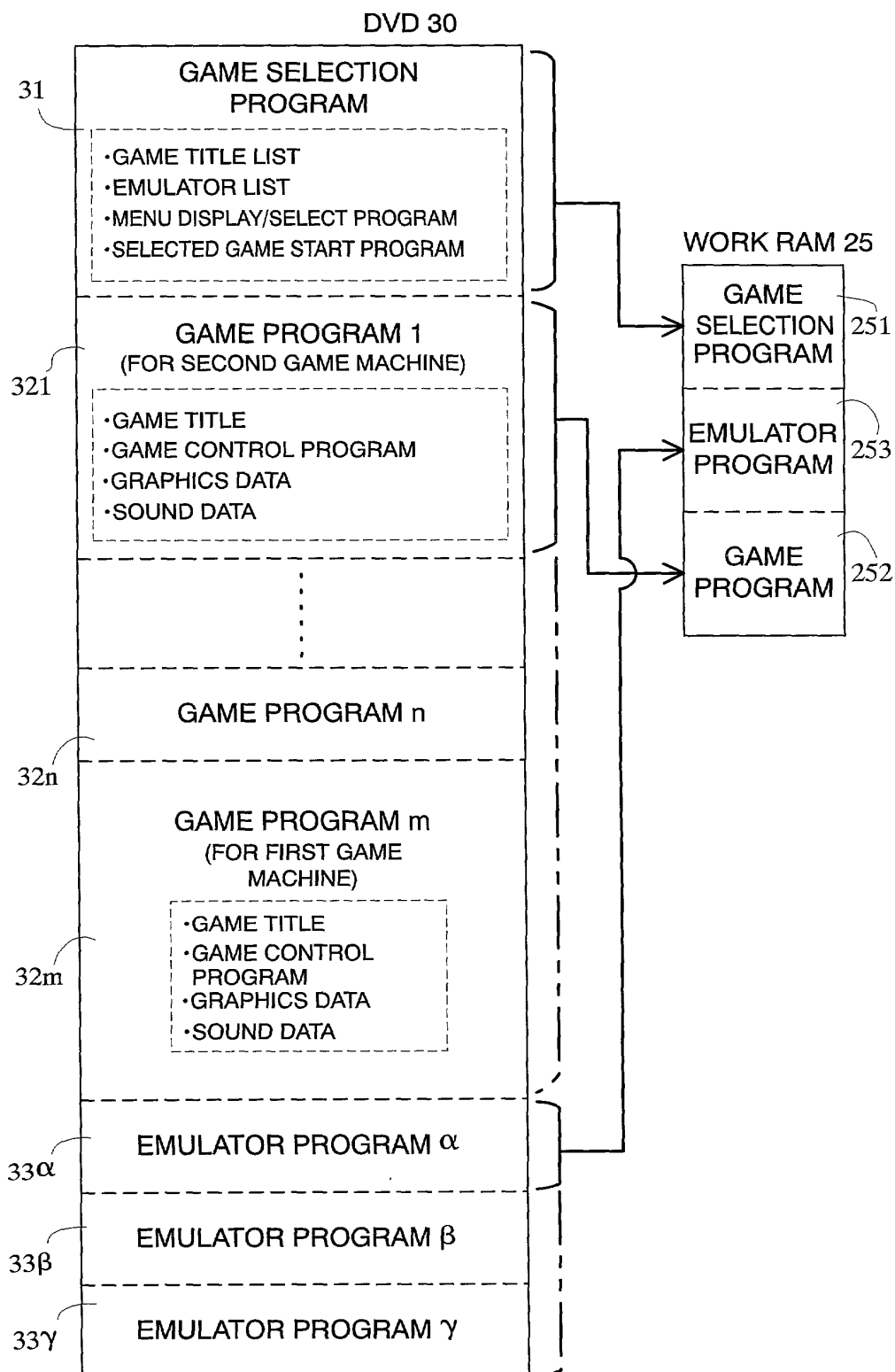


FIG.14

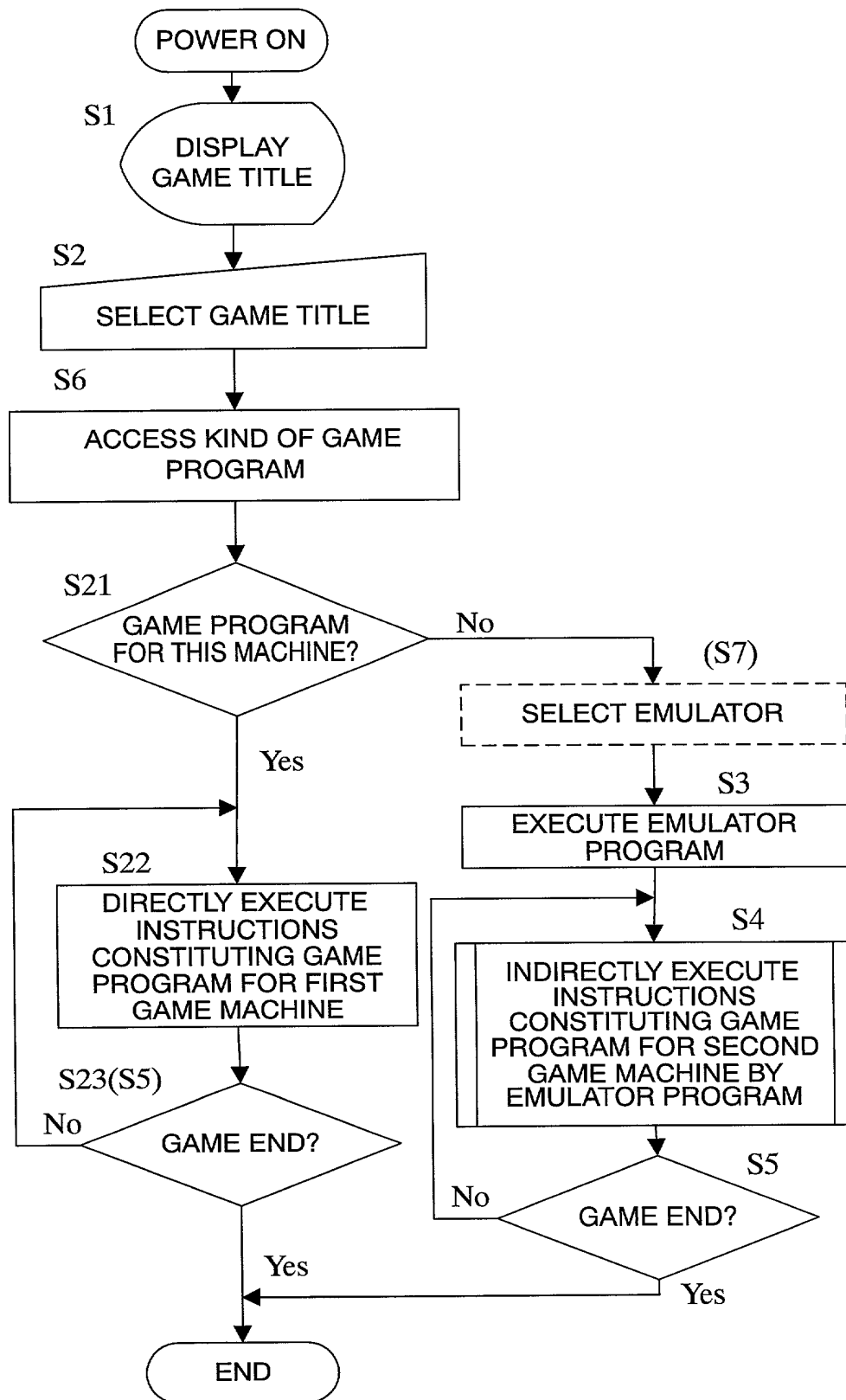


FIG.15

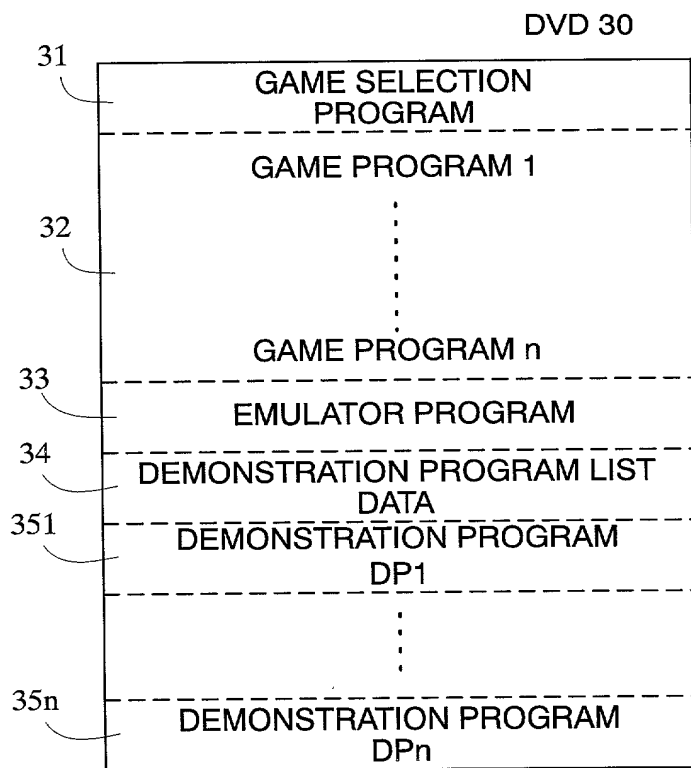


FIG.16

DEMONSTRATION PROGRAM LIST DATA

GAME TITLE	DEMONSTRATION PROGRAM
GAME TITLE 1	DEMONSTRATION PROGRAM DP1
⋮	⋮
GAME TITLE i	DEMONSTRATION PROGRAM DP i
⋮	⋮
GAME TITLE n	DEMONSTRATION PROGRAM DPn

FIG.17

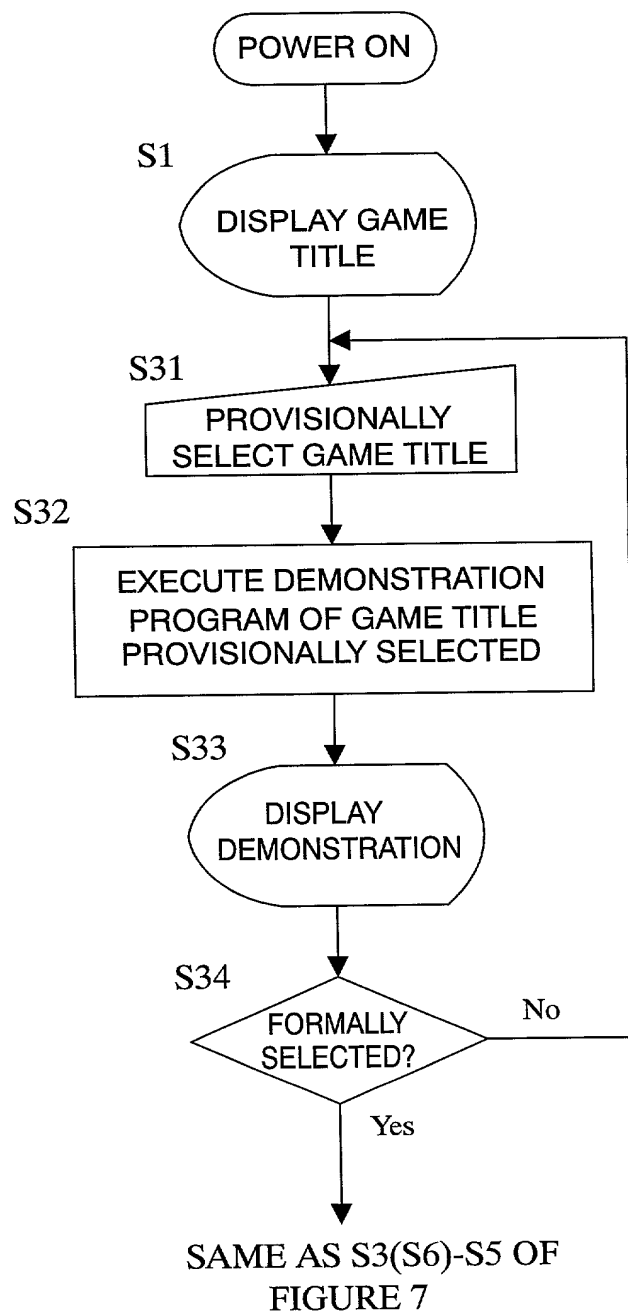


FIG. 18

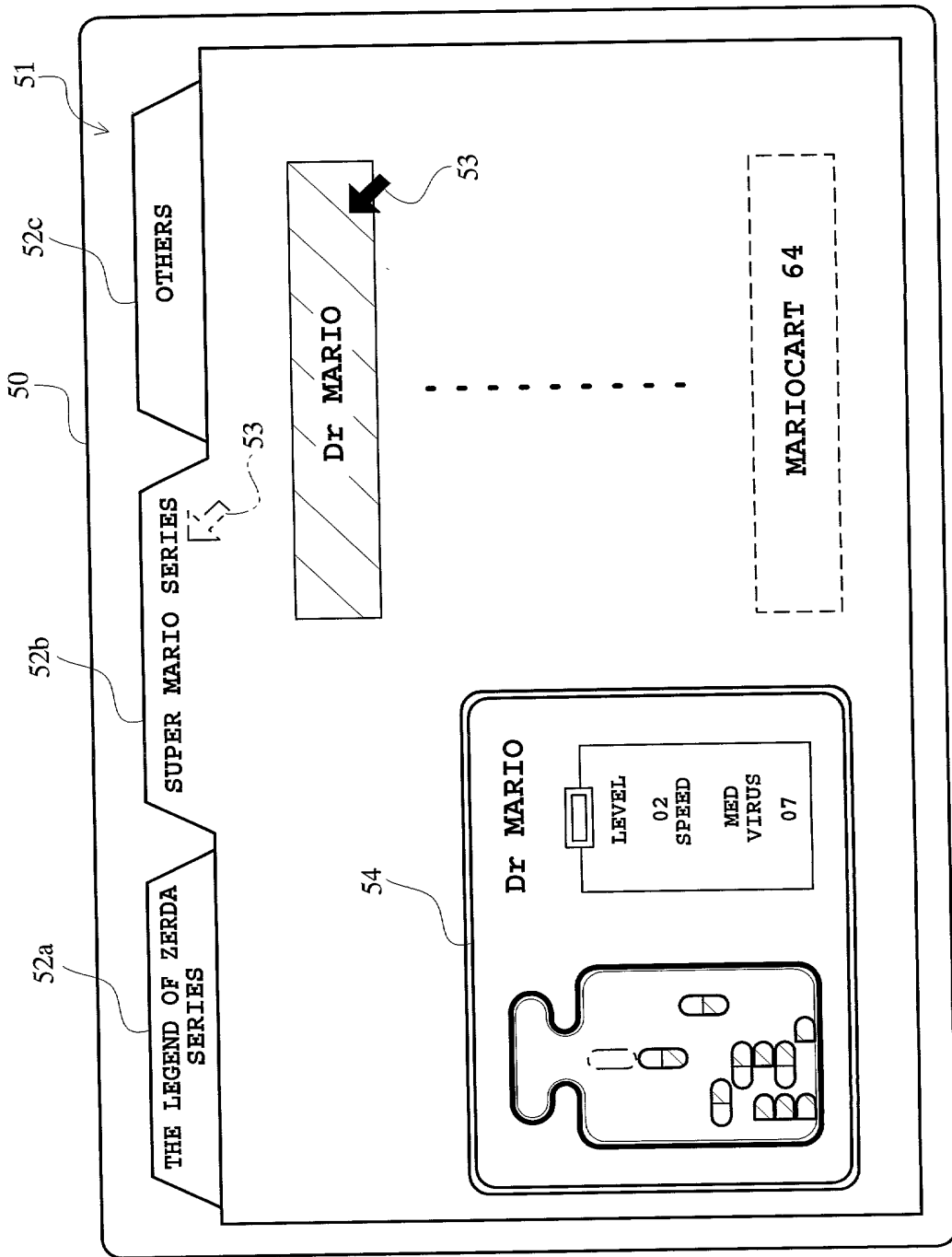
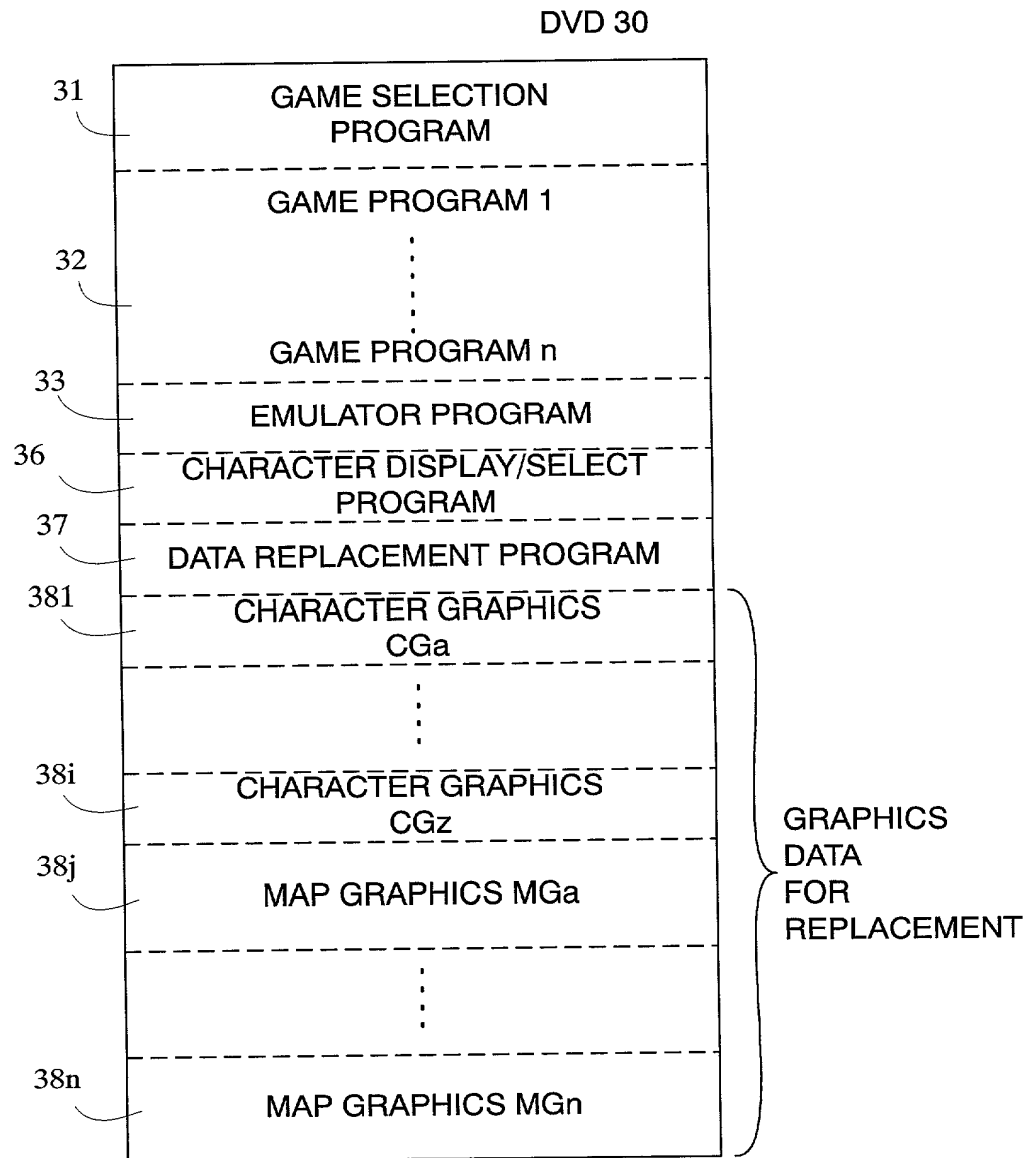


FIG.19



GAME PROGRAMS 1 - n
(FOR SECOND GAME MACHINE)

GAME TITLE
GAME CONTROL PROGRAM
INSTRUCTION A
INSTRUCTION D
INSTRUCTION T
⋮
⋮
⋮
GRAPHICS DATA
SOUND DATA
⋮
⋮
⋮

FIG.20A

GRAPHICS DATA

CHARACTER GRAPHICS CG1-CGz
⋮
MAP GRAPHICS MG1-MGn
⋮

FIG.20B

GRAPHICS DATA FOR REPLACEMENT

CHARACTER GRAPHICS CGa
⋮
CHARACTER GRAPHICS CGz
MAP GRAPHICS MGa
⋮
MAP GRAPHICS MGn

FIG.20C

FIG.21

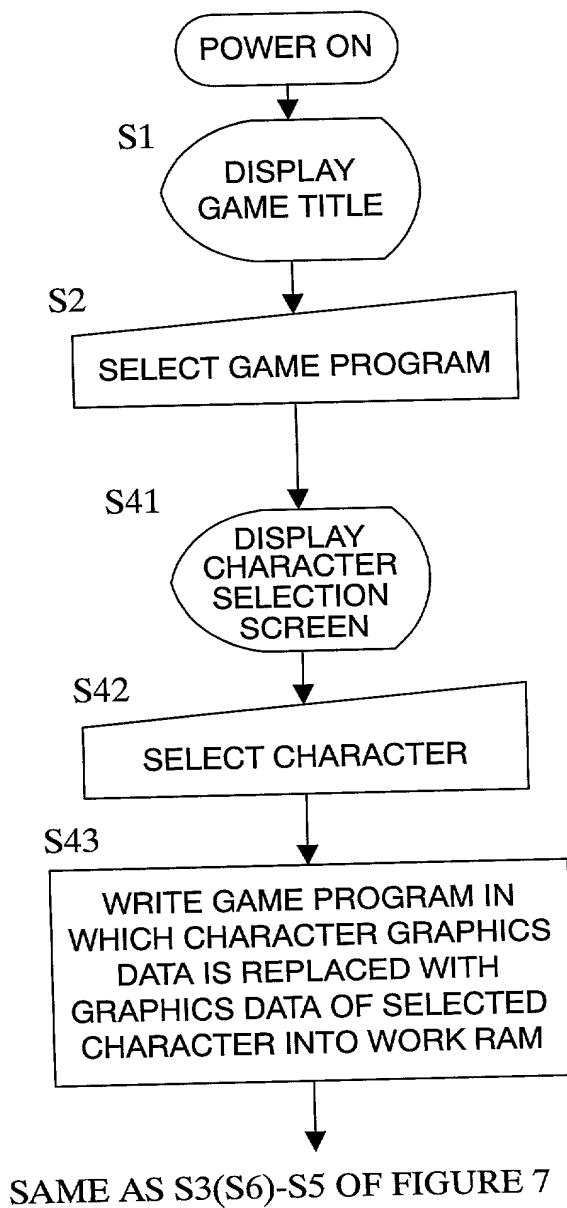


FIG.22

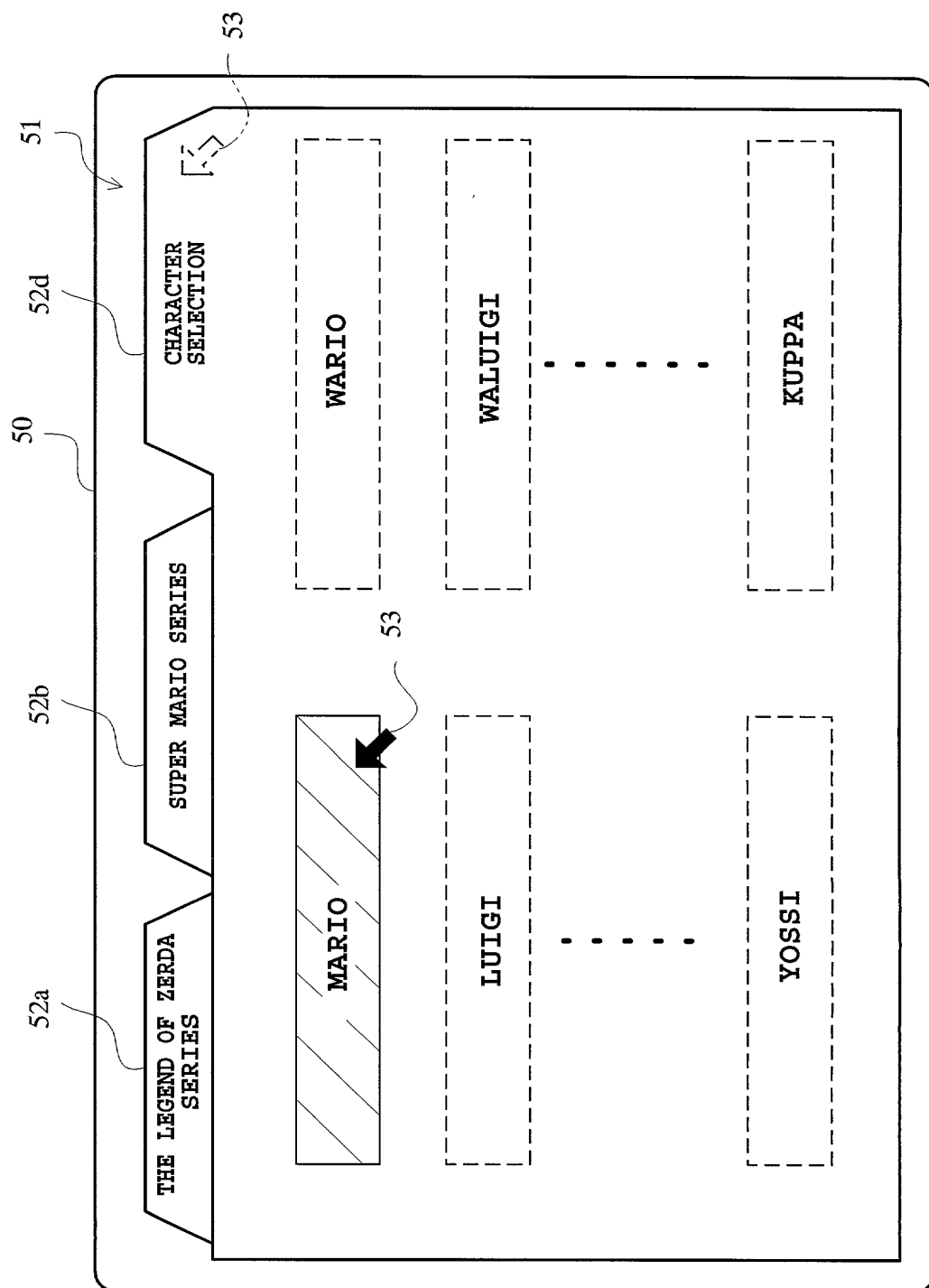


FIG.23

